

## IN THE CLAIMS

Please amend the claims as indicated below. All pending claims are reproduced below.

1           1. (Currently amended) A computer-implemented input method for a  
2 user interface, the user interface including a zone occupying less than the entire  
3 user interface, the method comprising:  
4           responsive to a user input anywhere in the zone being stroke input,  
5                           performing a command associated with the user input; and  
6           responsive to the user input anywhere in the same zone being a menu  
7                           activation command, displaying a menu including a plurality of  
8                           commands.

1           2. (Original) The method of claim 1, wherein the zone is associated with  
2 an object, and wherein performing a command comprises manipulating the  
3 object.

1           3. (Original) The method of claim 1, wherein the zone is adjacent to an  
2 object.

1           4. (Original) The method of claim 1, wherein the menu activation  
2 command comprises pressing a button.

1           5. (Original) The method of claim 1, wherein the menu comprises at least  
2 one command associated with stroke input.

1           6. (Original) The method of claim 5, wherein the menu comprises, for  
2 each command associated with stroke input, an icon indicating the associated  
3 stroke input.

1           7. (Original) The method of claim 1, wherein the zone comprises a portion  
2 of a window associated with an object.

1           8. (Currently amended) The method of claim 1, further comprising,  
2 responsive to the user input in the zone being a menu activation command ~~of the~~  
3 ~~second type~~:

4           receiving a selection of a command from the menu; and

5           performing the selected command.

1           9. (Original) The method of claim 1, wherein the user interface includes a  
2 plurality of zones, each zone corresponding to a type of command, and wherein  
3 the command associated with the user input and the commands in the menu  
4 belong to the type.

1           10. (Original) The method of claim 1, wherein the user interface includes a  
2   plurality of zones surrounding an object, and wherein performing the command  
3   comprises performing the command on the object.

1           11. (Original) The method of claim 10, wherein performing the command  
2   on the object comprises changing a characteristic of the object.

1           12. (Original) The method of claim 11, wherein changing the characteristic  
2   of the object comprises:  
3       responsive to the stroke input being along a first axis, changing the  
4               characteristic of the object by a first increment; and  
5       responsive to the stroke input being along a second axis, changing the  
6               characteristic of the object by a second increment different from  
7               the first increment.

1           13. (Original) The method of claim 12, wherein the second increment is of  
2   smaller magnitude than the first increment.

1           14. (Original) The method of claim 12, wherein the menu comprises  
2   commands for changing the characteristic of the object by the first and second  
3   increment.

1           15. (Original) The method of claim 12, wherein the second axis is  
2   perpendicular to the first axis.

1           16. (Original) The method of claim 15, wherein one axis is vertical, and  
2   the other axis is horizontal.

1           17. (Original) The method of claim 12, wherein the characteristic of the  
2   object is one selected from the group consisting of:  
3           a start position;  
4           an end position;  
5           a duration;  
6           a size;  
7           a length;  
8           a date;  
9           a time;  
10          a numeric value;  
11          a width;  
12          a height;  
13          an image cropping specification;  
14          a thickness;  
15          a decimal place location;  
16          playing speed;

17 playing position;  
18 a leading character;  
19 a terminating character;  
20 a location;  
21 an alignment;  
22 a rotation;  
23 a font;  
24 a style;  
25 a capitalization;  
26 a color;  
27 an opacity;  
28 a brightness; and  
29 a relative volume.

1 18. (Currently amended) A system for accepting user input for  
2 performing a command, the system comprising:  
3 a display device, for displaying a user interface including a zone  
4 occupying less than the entire user interface;  
5 an input device, for accepting using input ~~associated with~~ in the zone; and  
6 a processor, coupled to the display and the input device, for:

7 responsive to a user input ~~associated with~~ anywhere in the zone  
8 being stroke input, performing a command associated  
9 with the user input; and  
10 responsive to the user input ~~associated with~~ anywhere in the same  
11 zone being a menu activation command, causing the  
12 display device to display a menu including a plurality of  
13 commands.

1 19. (Original) The system of claim 18, wherein the zone is associated with  
2 an object, and wherein performing a command comprises manipulating the  
3 object.

1 20. (Original) The system of claim 18, wherein the display device displays  
2 an object, and wherein the zone is displayed adjacent to the object.

1 21. (Original) The system of claim 18, wherein user input comprises the  
2 menu activation command comprises pressing a button on the input device.

1 22. (Original) The system of claim 18, wherein the menu comprises at  
2 least one command associated with stroke input.

1           23. (Original) The system of claim 22, wherein the menu comprises, for  
2 each command associated with stroke input, an icon indicating the associated  
3 stroke input.

1           24. (Original) The system of claim 18, wherein the display device displays  
2 a window associated with an object, and wherein the zone comprises a portion of  
3 the window.

1           25. (Currently amended) The system of claim 18, wherein further-  
2 comprising, responsive to the user input in the zone being a menu activation  
3 command of the second type:

4           the input device receives input representing a selection of a command  
5                               from the menu; and  
6           the processor performs the selected command.

1           26. (Original) The system of claim 18, wherein the user interface includes  
2 a plurality of zones, each zone corresponding to a type of command, and  
3 wherein the command associated with the user input and the commands in the  
4 menu belong to the type.

1           27. (Original) The system of claim 18, wherein the user interface includes a  
2   plurality of zones surrounding an object, and wherein the processor performs the  
3   command by performing the command on the object.

1           28. (Original) The system of claim 27, wherein the processor performs the  
2   command on the object by changing a characteristic of the object.

1           29. (Original) The system of claim 28, wherein the processor changes a  
2   characteristic of the object by:  
3       responsive to the stroke input being along a first axis, changing the  
4                      characteristic of the object by a first increment; and  
5       responsive to the stroke input being along a second axis, changing the  
6                      characteristic of the object by a second increment different from  
7                      the first increment.

1           30. (Original) The system of claim 29, wherein the second increment is of  
2   smaller magnitude than the first increment.

1           31. (Original) The system of claim 29, wherein the menu comprises  
2   commands for changing the characteristic of the object by the first and second  
3   increment.



1           32. (Original) The system of claim 29, wherein the second axis is  
2   perpendicular to the first axis.

1           33. (Original) The system of claim 32, wherein one axis is vertical, and the  
2   other axis is horizontal.

1           34. (Original) The system of claim 29, wherein the characteristic of the  
2   object is one selected from the group consisting of:  
3           a start position;  
4           an end position;  
5           a duration;  
6           a size;  
7           a length;  
8           a date;  
9           a time;  
10          a numeric value;  
11          a width;  
12          a height;  
13          an image cropping specification;  
14          a thickness;  
15          a decimal place location;  
16          playing speed;

17 playing position;  
18 a leading character;  
19 a terminating character;  
20 a location;  
21 an alignment;  
22 a rotation;  
23 a font;  
24 a style;  
25 a capitalization;  
26 a color;  
27 an opacity;  
28 a brightness; and  
29 a relative volume.

1 35. (Currently amended) A computer program product for accepting  
2 input in a user interface, the user interface including a zone occupying less than  
3 the entire user interface, the computer program product comprising:  
4 a computer-readable medium; and  
5 computer program code, encoded on the medium, for:  
6 responsive to a user input anywhere in the zone being stroke input,  
7 performing a command associated with the user input;  
8 and

9 responsive to the user input anywhere in the same zone being a  
10 menu activation command, displaying a menu including  
11 a plurality of commands.

1 36. (Original) The computer program product of claim 35, wherein the  
2 zone is associated with an object, and wherein the computer program code for  
3 performing a command comprises computer program code for manipulating the  
4 object.

1 37. (Original) The computer program product of claim 35, wherein the  
2 zone is adjacent to an object.

1 38. (Original) The computer program product of claim 35, wherein the  
2 menu activation command comprises pressing a button.

1 39. (Original) The computer program product of claim 35, wherein the  
2 menu comprises at least one command associated with stroke input.

1 40. (Original) The computer program product of claim 39, wherein the  
2 menu comprises, for each command associated with stroke input, an icon  
3 indicating the associated stroke input.

1 41. (Original) The computer program product of claim 35, wherein the  
2 zone comprises a portion of a window associated with an object.

1           42. (Currently amended) The computer program product of claim 35,  
2 further comprising computer program code for, responsive to the user input in  
3 the zone being a menu activation command ~~of the second type~~:  
4           receiving a selection of a command from the menu; and  
5           performing the selected command.

1           43. (Original) The computer program product of claim 35, wherein the  
2 user interface includes a plurality of zones, each zone corresponding to a type of  
3 command, and wherein the command associated with the user input and the  
4 commands in the menu belong to the type.

1           44. (Original) The computer program product of claim 35, wherein the  
2 user interface includes a plurality of zones surrounding an object, and wherein  
3 the computer program code for performing the command comprises computer  
4 program code for performing the command on the object.

1           45. (Original) The computer program product of claim 44, wherein the  
2 computer program code for performing the command on the object comprises  
3 computer program code for changing a characteristic of the object.

1           46. (Original) The computer program product of claim 45, wherein the  
2 computer program code for changing the characteristic of the object comprises  
3 computer program code for:  
4           responsive to the stroke input being along a first axis, changing the  
5                               characteristic of the object by a first increment; and  
6           responsive to the stroke input being along a second axis, changing the  
7                               characteristic of the object by a second increment different from  
8                               the first increment.

1           47. (Original) The computer program product of claim 46, wherein the  
2 second increment is of smaller magnitude than the first increment.

1           48. (Original) The computer program product of claim 46, wherein the  
2 menu comprises commands for changing the characteristic of the object by the  
3 first and second increment.

1           49. (Original) The computer program product of claim 46, wherein the  
2 second axis is perpendicular to the first axis.

1           50. (Original) The computer program product of claim 49, wherein one axis is  
2 vertical, and the other axis is horizontal.

1           51. (Original) The computer program product of claim 46, wherein the  
2 characteristic of the object is one selected from the group consisting of:

3           a start position;  
4           an end position;  
5           a duration;  
6           a size;  
7           a length;  
8           a date;  
9           a time;  
10          a numeric value;  
11          a width;  
12          a height;  
13          an image cropping specification;  
14          a thickness;  
15          a decimal place location;  
16          playing speed;  
17          playing position;  
18          a leading character;  
19          a terminating character;

20 a location;  
21 an alignment;  
22 a rotation;  
23 a font;  
24 a style;  
25 a capitalization;  
26 a color;  
27 an opacity;  
28 a brightness; and  
29 a relative volume.